

Avenger		14	Avenger		Rathmal		47 000	
Character Name		Level	Class		Paragon Path		Epic Destiny	
Githzerai		Medium	Male		Unaligned		The Raven Queen	
Race		Size	Age		Gender		Height	
							Weight	
							Alignment	
							Deity	
							Adventuring Company	
							RPGA Number	

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
15	Initiative	6	7
2			
CONDITIONAL MODIFIERS			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	9
16	CON Constitution	3	10
22	DEX Dexterity	6	13
12	INT Intelligence	1	8
23	WIS Wisdom	6	13
11	CHA Charisma	0	7

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
108	54	27	10
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +2 Racial bonus against effects that daze, dominate, or stun			
RESISTANCES Resist 10 Psychic			
CURRENT CONDITIONS AND EFFECTS			

SKILLS					
BONUS	SKILL NAME	DEX	INT	WIS	CHA
20	Acrobatics	DEX	13	5	2
8	Arcana	INT	8	0	n/a
11	Athletics	STR	9	0	2
7	Bluff	CHA	7	0	n/a
7	Diplomacy	CHA	7	0	n/a
13	Dungeoneering	WIS	13	0	n/a
10	Endurance	CON	10	0	
13	Heal	WIS	13	0	n/a
8	History	INT	8	0	n/a
13	Insight	WIS	13	0	n/a
7	Intimidate	CHA	7	0	n/a
13	Nature	WIS	13	0	n/a
13	Perception	WIS	13	0	n/a
13	Religion	INT	8	5	n/a
20	Stealth	DEX	13	5	2
12	Streetwise	CHA	7	5	n/a
13	Thievery	DEX	13	0	

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
31	AC	17	6			3		5	
CONDITIONAL BONUSES									
+7 AC (Githzerai Mobility) against opportunity attacks									

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
24	FORT	17	3	1		3			
CONDITIONAL BONUSES									
+7 Fortitude Defense (Githzerai Mobility) against opportunity attacks									

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
27	REF	17	6	1		3			
CONDITIONAL BONUSES									
+7 Reflex Defense (Githzerai Mobility) against opportunity attacks									

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
28	WILL	17	6	1		3	1		
CONDITIONAL BONUSES									
+7 Will Defense (Githzerai Mobility) against opportunity attacks									

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	
1	2	
2	3	
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
Iron Mind	- Use iron mind as an encounter power
Danger Sense	- +2 to initiative
Defended Mind	- +2 saves against daze, dominate and stun
Shifting Fortunes	- Shift 3 when you second wind

CLASS / PATH / DESTINY FEATURES	
Armor of Faith	- Gain +3 bonus to AC while wearing cloth or no armor and not using a shield.
Avenger's Censure	- Gain an avenger's censure power.
Censure of Pursuit	- Deal 2 + Dex mod extra damage if oath target moves away. (4 + Dex mod at 11th level, 6 + Dex mod at 21st)
Channel Divinity	- Invoke a channel divinity class feature or other power; encounter.
Oath of Enmity	- Gain the oath of enmity power
Psychic Resistance	- Gain resist 10 psychic, 15 at 21st
Unfettered Action	- End slow or immobilize effects when you spend action point

LANGUAGES KNOWN	
Common, Deep Speech	

Player Name	
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MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10	13
23	Passive Perception	10	13
SPECIAL SENSES			

ATTACK WORKSPACE								
ABILITY: Melee Basic Attack - Unarmed								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 13	7	6						

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	6				

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
19	vs AC	Strongheart Fullblade +3	1d12+12
13	vs AC	Unarmed (Melee)	1d4+6
13	vs AC	Unarmed (Range)	1d4+6
	vs		

FEATS	
Githzerai Blade Master	- Gain a damage bonus with heavy blades
Improved Armor of Faith	- Increases armor of faith bonus to AC

Avenging Resolution	- Treat damage dice results of 1 or 2 as a result of 3
Melee Training (Wisdom)	- Use Wisdom for melee basic attacks
Invigorating Pursuit	- Gain +2 AC and damage when you charge oath of enmity target
Eager for Blood	- During first round of combat, weapon attacks deal extra damage
Devastating Critical	- Deal additional 1d10 damage on a critical hit
Githzerai Mobility	- Improved defenses against opportunity attacks
Painful Oath	- Deal extra radiant and necrotic damage to oath target

CHARACTER NAME
Avenger

PLAYER NAME

RACE GithzeraiCLASS AvengerLEVEL 14

SCORE ABILITY MOD

HP

108

STR

14

CON

16

DEX

22

INT

12

WIS

23

CHA

11

AC

31

Fort

24

Ref

27

Will

28

Init

+15

Passive Insight

23

Passive Perception

23

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 27 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Radiant Vengeance

KEYWORDS Divine, Implement, Radiant

USED

Standard

10

Ranged 10

ACTION

RANGE

13

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+6) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+6).
Level 21: 2d8 + Wisdom modifier (+6) damage.

Holy Symbol: +13 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Avenger

LEVEL 1

BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Bond of Pursuit

KEYWORDS Divine, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

19

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+6) damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier (+6) as a free action, and you must end that shift closer to the target.
Level 21: 2[W] + Wisdom modifier (+6) damage.

Strongheart Fullblade +3: +19 attack, 1d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger

LEVEL 1

BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Iron Mind

KEYWORDS

USED

Imm Interr

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You are hit by an attack.
Effect: You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power

LEVEL *

BOOK PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Abjure Undead

KEYWORDS Divine, Implement, Radiant

USED

Standard

Close burst 5

ACTION

5

RANGE

13

vs

Will

One undead creature in burst

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 3d10 + Wisdom modifier (+6) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+6). The target is also immobilized until the end of your next turn.
Level 5: 4d10 + Wisdom modifier (+6) damage.
Level 11: 5d10 + Wisdom modifier (+6) damage.
Level 15: 6d10 + Wisdom modifier (+6) damage.
Level 21: 7d10 + Wisdom modifier (+6) damage.
Level 25: 8d10 + Wisdom modifier (+6) damage.
Miss: Half damage, and you pull the target 1 square.

Holy Symbol: +13 attack, 5d10+6 damage

ADDITIONAL EFFECTS

CLASS Avenger

LEVEL

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Divine Guidance

KEYWORDS Divine

USED

Imm Interr

Close burst 10

ACTION

10

RANGE

vs

The triggering ally

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target
Effect: The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS

CLASS Avenger

LEVEL

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Oath of Enmity

KEYWORDS Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

One enemy you can see in burst

ATTACK

DEFENSE

TARGET

Effect: When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.
If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.
If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

ADDITIONAL EFFECTS

CLASS Avenger

LEVEL

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Sequestering Strike

KEYWORDS				Divine, Teleportation, Weapon	USED
Standard	*	↓	↗	Melee weapon	
ACTION		↶	✱	RANGE	
19	vs	AC		One creature	
ATTACK	DEFENSE			TARGET	
Attack: Wisdom vs. AC					
Hit: 2[W] + Wisdom modifier (+6) damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target.					
Censure of Pursuit: The number of squares you teleport the target equals 1 + your Dexterity modifier (+6).					
Strongheart Fullblade +3: +19 attack, 2d12+12 damage					
ADDITIONAL EFFECTS					
CLASS	Avenger			LEVEL	3
				BOOK	PH2





ENCOUNTER POWER 

Inexorable Pursuit

KEYWORDS				Divine, Weapon	USED
Standard	*	↓	↗	Melee weapon	
ACTION		↶	✱	RANGE	
19	vs	AC	One creature		
ATTACK	DEFENSE			TARGET	
Effect: Before the attack, you gain phasing until the end of your turn, and you shift 3 squares.					
Censure of Pursuit: The number of squares you shift equals 2 + your Dexterity modifier (+6).					
Attack: Wisdom vs. AC					
Hit: 2[W] + Wisdom modifier (+6) damage.					
Strongheart Fullblade +3: +19 attack, 2d12+12 damage					
ADDITIONAL EFFECTS					
CLASS		Avenger		LEVEL	7
				BOOK	PH2

ENCOUNTER POWER 

Trace Chance

KEYWORDS				USED
Standard		5		Ranged 5
ACTION			RANGE	
	VS		One creature	
ATTACK	DEFENSE			TARGET
Effect: You gain a +2 bonus to the attack roll of the next at-will melee attack you make against the target before the end of your next turn. If that attack hits, it is automatically a critical hit.				
ADDITIONAL EFFECTS				
CLASS	Rathmal			LEVEL 11
				BOOK <i>PH3</i>







ENCOUNTER POWER 

Sequestering Word

KEYWORDS

Divine, Implement, Teleportation, Thunder

USED

Standard			10		Ranged 10
ACTION					RANGE
13	vs	Will	One creature		
ATTACK	DEFENSE		TARGET		

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier (+6) thunder damage, and you teleport the target 5 squares. You then teleport to a space adjacent to the target.

Censure of Pursuit: Until the end of your next turn, any enemy that ends its turn adjacent to you takes thunder damage equal to 5 + your Dexterity modifier (+6).

Holy Symbol: +13 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	13	BOOK	PH2
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ENCOUNTER POWER 

Menacing Presence

KEYWORDS				Divine, Fear, Weapon	USED
Standard	*	↓	↗	Melee weapon	
ACTION	↶	✱	RANGE		
19	vs	AC	One creature		
ATTACK	DEFENSE		TARGET		
Attack: Wisdom vs. AC Hit: 3[W] + Wisdom modifier (+6) damage. Miss: Half damage. Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you takes a -2 penalty to AC until the end of its next turn.					
Strongheart Fullblade +3: +19 attack, 3d12+12 damage					
ADDITIONAL EFFECTS					
CLASS	Avenger			LEVEL	5
				BOOK	DP

DAILY POWER 

Aspect of Might

KEYWORDS

Divine, Weapon

USED

Standard	*	↓	↗	Melee weapon
ACTION	↶	✱	RANGE	
19	vs	AC	One creature	
ATTACK	DEFENSE		TARGET	

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier (+6) damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

Strongheart Fullblade +3: +19 attack, 3d12+12 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	1	BOOK	PH2
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DAILY POWER 

Temple of Light

KEYWORDS

Divine, Radiant, Weapon, Zone

USED

Standard	*			Melee weapon
ACTION			RANGE	
19	vs	AC	One creature	
ATTACK	DEFENSE		TARGET	

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+6) radiant damage.
Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.





Strongheart Fullblade +3: +19 attack, 2d12+12 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	1	BOOK	PH2
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DAILY POWER 

Silver Shadow

KEYWORDS			Divine		USED	
Minor				Personal		
ACTION				RANGE		
<input type="checkbox"/>	AT-WILL		<input type="checkbox"/>	ENCOUNTER		<input checked="" type="checkbox"/> DAILY
Effect: You gain temporary hit points equal to 5 + your level. You also gain concealment, which lasts until you have no temporary hit points.						
ADDITIONAL EFFECTS						
CLASS			Avenger		LEVEL	2
					BOOK	DP

UTILITY POWER 

Wrath of the Divine

KEYWORDS				Divine, Radiant	USED
Imm React			Close burst 10		
ACTION	10			RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY		
Trigger: An enemy scores a critical hit against you Target: Your oath of enmity target in burst Effect: The target takes radiant damage equal to the critical hit's damage.					
ADDITIONAL EFFECTS					
CLASS Avenger			LEVEL 6	BOOK PH2	

UTILITY POWER 

Leading Step

KEYWORDS

Divine, Teleportation

USED

Imm React

*

↓

↗

Melee 1

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An enemy adjacent to you damages you
Target: The triggering enemy
Effect: You teleport 5 squares and then teleport the target to a square adjacent to you.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

10

BOOK

DP

UTILITY POWER

Rrathmal Pursuit

KEYWORDS

USED

Imm React

↓

↗

Personal

ACTION

↶

↷

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Trigger: An adjacent enemy shifts away from you
Effect: You shift your speed to a square adjacent to the triggering enemy.

ADDITIONAL EFFECTS

CLASS

Rrathmal

LEVEL

12

BOOK

PH3

UTILITY POWER

Strongheart Fullblade +3

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		13	+3d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

High Crit

Melee Basic Attack: +19 attack, 1d12+12 damage

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

ITEM SLOT

Two-Hands

WEIGHT

10

PRICE

17000

BOOK

AV

MAGIC WEAPON

Radiant Temple Uniform Githweave Ar

0	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		12	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

You gain a +2 item bonus to Stealth checks.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Free. Trigger: You shift 1 or more squares. Effect: You shift an additional number of squares equal to half of this armor's enhancement bonus.

ITEM SLOT

Body

WEIGHT

2

PRICE

13000

BOOK

AV

MAGIC ITEM

Amulet of Protection +3

			1
AC BONUS	CHECK	SPEED	QUANTITY
+3 Fortitude, Reflex, and Will		11	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

9000

BOOK

PH

MAGIC ITEM

Potion of Vitality (paragon tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		15	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Consumable • Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect on you that a save can end.

ITEM SLOT

WEIGHT

0

PRICE

1000

BOOK

PH

MAGIC ITEM

Boots of Eagerness (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Free Action. Use this power during your turn to take an additional move action.

ITEM SLOT

Feet

WEIGHT

0

PRICE

4200

BOOK

AV

MAGIC ITEM

Phylactery of Action (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): No Action. Reroll a saving throw against any effect on you that applies one or more of these conditions: dazed, immobilized, petrified, restrained, or stunned. You must use the new result, even if it is lower.

ITEM SLOT

Arms

WEIGHT

0

PRICE

680

BOOK

RVOH

MAGIC ITEM

Power Jewel (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.
Special: You must have reached at least one milestone today to activate this item.

ITEM SLOT

WEIGHT

0

PRICE

1000

BOOK

AV

MAGIC ITEM

Radiant Temple Treasures

Many cultures tell versions of the myth of the Radiant Temple—a great bastion of light created during the ancient war between the gods and the primordials. Though the temple was taken to the celestial realms by the gods in the aftermath of their victory, a number of its faithful stayed behind in the mortal realm. The treasures they bore became their legacy.

Any character can wield the Radiant Temple Treasures, but they're most useful to avengers.

2: When your oath of enmity reduces a target to 0 hit points, you gain temporary hit points equal to twice the number of items you have from this set.

4: You gain a +10 bonus to your first death saving throw each day.

ITEM SET

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